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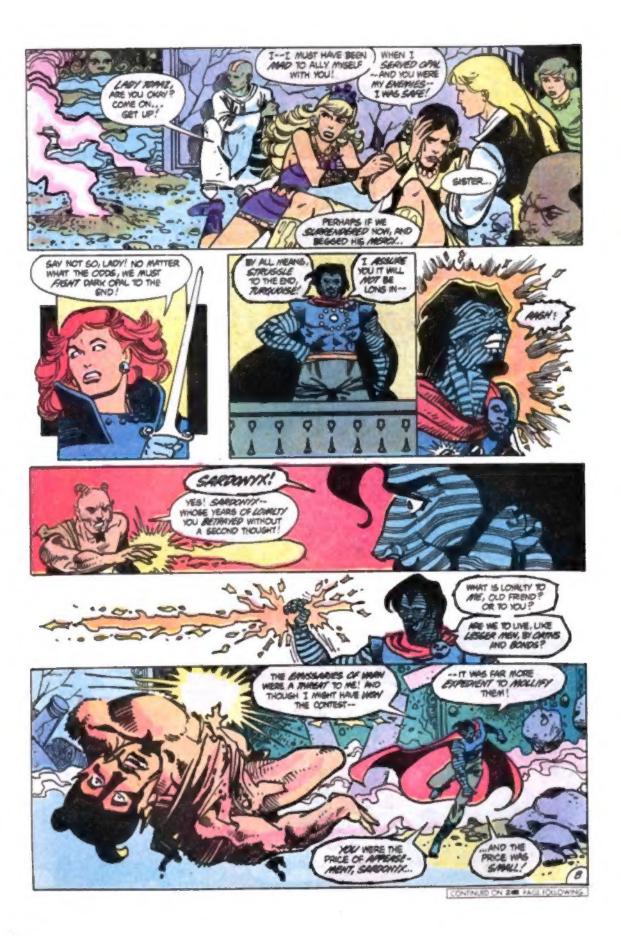








































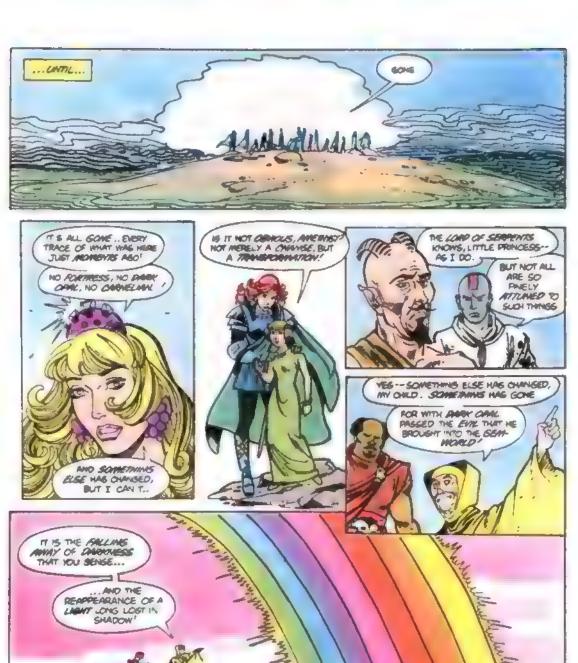
















The way of the trailblazer is often strewn with rock and thorny bushes. (Ancient Sicilian folk saying)

Blasing new trails can be an exhibitating adventure but even the most cautious adventurer may find himself bruteed and bleeding at journey's end Such thoughts never entered our minds when we embarked on our oft heralded DC talent search two years ago. Armed with the advice of my forebears and a confidence born of having spent some time in my 30-odd year cerest trying to develop new talent on a small scale, I ventured forth into the econtrolled determined to find the rew talent that would be tomorrow's creative force in the comic book undustry

Our search was successful, I'm glad we did it, but I gotts tell you... I was in ne way prepared for the events that brought us to where we are now and if had it to do over again, I'd need to find a new source of time and energy It's been fun but it's been tought.

in 1981, I found myself in a decision-making capacity at DC Comics It became clear to me that if DC (and the rest of the comic publishers, for that matter) was to continue publishing new material for an expanding market, we would have to find a way to enlarge the talent pool to accommodate the growth of new kinds of continuand new ideas characters and titles. Some very talested people had left comics for greener partures. Others started doing less work in order to do it better to meet the demands of the rapidly emerging direct sale market Still others left the industry because they could not meet those demands And the influx of new talent wasn't sufficient to meet current schedule requirements, much less future one

So we embarked on our Talent Search, amid scotting from some quarters and a watchful eye from all (it's significant to note that most of the scotters have since announced some form of talent search themselves!)

On the convention trail during 1962, I looked at portfolios and read script submissions till my eyes bled or left like they did Back at the office, mail submissions piled up et an elerming rate. Two things became quickly evident: 1) the telent wim out there...in goodly numbers. 2) I couldn't handle the volume of work my other duties demanded and still conduct the talent search. What to do? We decided that a position should be created and a person hired to devote all his attention to the task of identifying, locating, and training new talent. The position. Talent Coordinator And to fill it, old friend Sal Amendols Sal was uniquely qualified for the job, having worked in every aspect of comic production and having speat a considerable amount of time in recent years teaching at The School of Visual Arts in New York City and Jee Kubert's School Carteen Art in Dover, New Jersey When we announced Sel's arrival on the scene, mail submissions seemed to double and during the 1983 convention ewing we noticed that in addition to looking at many new portiolica we found ourselves looking at updated portiolics of people whose work we had looked at in 1962 They came back again to show us that they had improved

Fair questions: What has this all accomplished and where do we go from here? Quite a bit and as far as

we can, see f.

1) The New Yelant Showens title was
created to provide a vehicle to
showcess the talents of some we feel
are ready to our comic readers. A
new, expanded version of this book
will begin publication sometime in
1984

 Most, if not all, of the new names you'll find in the credits of DC Comics are products of the new talent program. We expect to add more new names.

3) Sal relentlessly prode our less adventuresome editors to take a chance with one of the artists or writers on his "ready" list (which we instead to turn into an actual cetalogue). This list is comprised of people we feel need professional experience and feedback to take the next step in their development. This list adds considerably to our available talent pool.

4) Some of the writers and artists

presented in the alorementioned New Telent Showcese turned pro before their new talent work was published (delays in scheduling were caused by a series of editorial assignment skifts) and often their pro assignments came from other publishers. I'm not always happy with that happening, but fair is lair and it does expend the industry talent pool. It'll all shake out in the

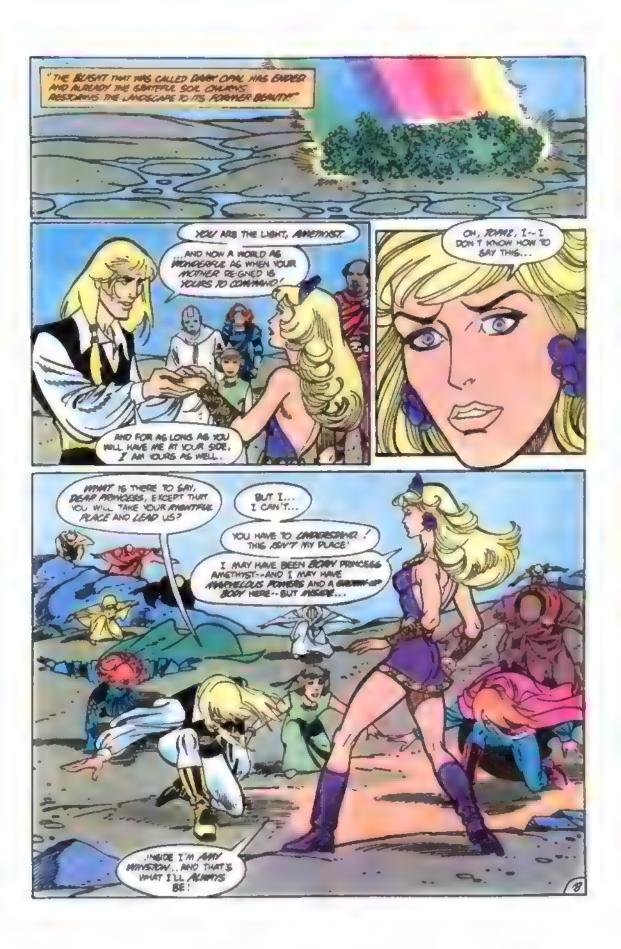
Ah, the future! We are now requesting that mail submissions cease. We will not conduct talent searches at conventions in 1984. This is not because the new talent program is ended but because w must take the next step to bring the program to fruition. We call it phase II To wit All work that has bee submitted to us will be returned with some evaluation or response In some cases we will request updated amples for our in-house ostalogue. Others will be informed that they are one of the fifty or so who we feel show the most promise. These lifty or so will be invited to attend seminare conducted by Sal Amandola and/or myself and others during the summer of 1984. The sites of these seminars will be determined by the demographics of the people chose Wherever possible, the seminars will be conducted in conjunction with or adjunct to comic conventions Chicago and San Diego look like good bets. We are now making up that list and those on it will be informed before summer Please don't call us...we'll call (or write) you with all the pertinent details as soon as they are determined For those of you not on that list, DC Comics is currently preparing a sort of "How To..." book that may be helpful in improving your skills and providing the kind of information our talks with some of you have indicated would be most helpful. Sal Amendola and Nick Cuti will co-edit this book and more details will follow

To all who submitted samples or came to talk to us at conventions, thanks for letting us look at your material. We know how much courage that often takes. We exjoyed talking with you and look forward to doing so again. We apologize to those who had to wait long periods of time for a response from us to their submissions. We did not anticipate the volume of submissions that were made and we were, and are, clearly understaffed Moving our offices in November of 1962 didn't help either Anyway, thanks a bunch for your participation, cooperation, and understanding when glichs developed I appreciate.

And by the way, I made up that "ancient Sicilian folk saying" at the beginning of this column. It just seemed like a better way to start than "About our talent search."

Thank you and good afternoon











































Dear Dan, Gary, Ernie, and Karen,

I should have written sooner, I should have. Can you forgive me? Still, better lete than never, as they say. Of all the DC and Marvel competition, AME-THYST is one of my top favorites. (You know the other gotta be TEEN TITANS. Aw, you guessed!) There, now that all the levish praise is out of the way, let's get down to basics.

I love Amethyst. I think she's one of the most inscresting and above all beautiful characters around, even if she is in a Gernworld! I am very pleased the way the story's going. After Granch's death, I thought you'd end up killing off over half the cast. But in issue #9 alone you seved one Lord from who knows where. (Just what was Lord Moonstone doing inside one of those things?) You saved Lord Garnet at the expense of Prince Topic's arm, rescued the Emerald Princesess. end brought Lord Ruby out of hibernation. I'm also amazed at how many cheractors you keep bringing in. It would seem Amethyst is part of the young generation. But, just so we don't loose track, you keep the old ones coming back, which also makes me wonder just how far Dan and Gary have Amethyst's Gernworld planned. I would most cartainly like to see AMETHYST continue. If it doesn't warrant a regular series, then another possible maxi, providing you don't kill off everyone. I doubt you will, even Dark Opel, him being the only really major villain. Even if Amethyet vs. Opel does become the final lesue, I don't think either will actually die.

Still, even this issue's battle with the feceless ones had me gripping my sest. It's so exciting and I don't need to tell you how Ernie's art suits this series. While I love Perez's art on the covers, (which Ernie inks, yes?) Ernie's story is a joy to watch unfolding, and I'm constantly in awe of what he comes up with. Pages seven and seventeen were very nicely done.

Also, don't throw away the earth sequences. The little bit at the beginning was neil-biting, it may be that you have something planned, but don't let Amethyst forget her Earth parents.

All in all, I can only applied your

All in all, I can only applied your efforts so far and look forward to the coming issues.

Long live Amethyst, may she finally reign in the Gernworld!

Yours Sincerely, David Gryc 17 Shakespeere Road Sittingbourne, Kent England Lard Moonstone was vacuumed up by ane of the Emissaries of Varn, or as you so appropriately cell them, the Faceless Ones, Inside their heads exists a swirfing spacelike veld, where objects spiraround forever—unless they're lucky anough to be rescued, like Moonstone.

Dear Karen.

The AMETHYST series is definitely picking up more steam. The first few issues ran a bit slow. So slow, in fact. that I forgot all about the Emissaries of Varn until I decided to read the whole sage thus far again. Now that the book is moving along at a faster rate and the Varnians are back. I am ourlous as to why they decided to ally themselves with Dark Opal. If they are able to destroy Diemond Senctuary with aperent ease, and assuming that the Diamond realm was one of the strongest realms (Diamonds are the hards stones on Earth), then they can very easily destroy Dark Opel. Is this what they really have on their mind after Opel conquers the Gernworld completely?!

After reading the first eight aggments last month, I knew there was a stone missing, but I couldn't remember which one it was. I pulled out the old trusty encyclopedia and found out that the only birthstone that was missing was the Ruby. We now see the Ruby Ruins in this issue and I love the look Colon gave them. They are by far the most interesting of all the realms on the Gernworld. Another thing that I found out through looking through the encyclopedia is that the opsi is one of the less harder stones. It has a degree of hardness equal to 5.75, while the diamond is 10 and the emethyst is 9. I found this odd seeing that now Opel is the ruler of most of the Germwurld.

Kevin J. Pratt 5832 Press Dr. New Orleans, LA 70126 The Emissaries of Varn are the Gamworld versions of hirad hit men, Kevin. They have no desire to rule. They just want to make more than enough, to exist very comfortably in the realm between. And...the Opel might have a relatively medium hardness as compared to other stones, but the Dark, the power of evil, makes all the difference—strengthening whatever's underneath.

....

Two years ago I began collecting comics based on story merit, originality,

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Jenette Kahn, President and Publisher Dick Glordano, Vice Pres.-Executive Editor Karan Berger, Editor Tom Condon, Managing Editor Pat Bastienne, Editorial Condishator Both Rozasia, Production Manager Jos Oriando, Vice Pres.-Editorial Director Pathologists, Vice Pres.-Operations Bruce Bristow, Marketing Director Arthur Gutowitz, Tresourer

and realistic artwork. The firsts that entered my collection were the TEEN TITANS and the X-MEN. Then along come WARLORD, and now the prize gem in my collection, the AMETHYST series. I must congratulate you. The excellence of your series could only be surpassed by the sequel (Amethyst II. the moviel). Ernie's artwork combined with Dan and Gary's story line have truly made AMETHYST the year's hottest line of comics ever. DC should be proud that a fantasy series combining screery, monsters, and another dimension could have such realistic attributes. However, although it does deserve credit, there is an area that is still vague to me. How is it that Amy/Amethyst is so able to leave the only life she has ever known on Earth without more teers? is it some deep-set feeling of duty or loyalty to her deed parents, triggered by the transfor-mation, or is it something else? Could it be a desire for adventure that all have that would drive a seemingly ordinary girl to risk her life? And why would the entle giant Granch have to die? Will Citring be next? Whatever the answer, I must say you've done right by Amethyst and me. After all, I was born to the stone of Amethyst, tool Thankal

Sincerely, Howard L. Cherry 325 Fore Avenue RT #3 Columbia, SC 29206

Thanks for making my job so easy, Howard You answered all the questions about Amethyst yourself! As for Cranch, his fate was written in the stars, and as for Citrina...well, I'm not one to give away any future infe.

.....

Dear DC.

Eincersily.

I really enjoyed AMETHYST #9. It was very good, as well as exciting. I've never written to AMETHYST before, but I had to take the time to this time, BECAUSE IT WAS WONDERFULI!! When I first read AMETHYST #1. I thought it would be boring like most limited story lines. This maxi-series is different, though. I can't wait till next issue. The artwork, story line, the different letters each month all make for an interesting book. Anyway, thanks for listening and keep up the good work.

Tony Hartgrove 728 Goldfloss St. Winston-Salem, NC 27107

P.S. Could Amethyst by any means get a guest appearance in the JLA any time soon? Dear DC.

This is weird. When I first reed the AMETHYST preview story in LEGION OF SUPER-HEROES #298, I didn't like it too much. It was good, but nothing special. I was not very enthused about buying the first issue. But one day on my way back from the doctor's. I stopped at a convenience store, and there were not many books there that I didn't alreedy have So, I bought the first issue of AMETHYST, along with an unnamed first issue from an unnamed comic company.

When I got home and read the AME-THYST book. I was breath-taken. I got a feeling very hard to explain. It was a feeling I hadn't had for about 5½ years, when I first started comic books again. I was really excited about this book.

I finally figured out what it is about this book I love, it came to me after seeing £.7. for the second time two years ago. Realism! Yes, realism. The way Amy and her family react to situations, just like in Paltergeist and £.7. You have really far-out happenings and normal people. The people in these three stories act very much like me or you or anyone would act. And now I find out your fans feel very much the same way I do about AMETHYST.

John K.L. Caruso 342 Schooner Way 94565 Pittsburg, CA

Realism is the key to making any story work. John, and we all try very hard to make ours as credible as possible.

Dear Editor.

AMETHYST is the greatest comic theve ever read. I never collected comic books in my life, until my cousin got the first three issues, I read them and I got hooked on AMETHYST. It was FANTASTIC!

My comment on Ernie Colón (artist) and Tom Zuiko (colorist) is—superbl The brilliant artwork on the cover of issue #9 is terrific. I like the cute faces of the Emerald princesses and the facries who built a bridge of flowers. I like Lady Turquoise's character and beauty. Keep up the cute drawing of the faces and beauty. Way to go, Ernie and Tom.

I am feecinated with the magic spells that the Lord and Lady have, I was wondering if there is any bettle without magic or sorcery? About Amethyet's winged unicorn, will she ever use her pet to bettle Dark Opel and his cronies? In issue #9 the unicorn has beauty and is trained for combat. Why doesn't he or she (unicorn) have a name? How about Ulysses or Crystal?

I am waiting for remaining issues and the second series if there are any thosefully().

> George Halas 19 Levender Bay Winnipeg, MB Canada R2P 1C2

Carnelian is the only one on the Gerworld who disen't possess any mapical ability, George, that's why he uses guns and grenades. The other people do use swords and spears in addition to their powers in battle—for that extra fighting edge. Dear Dan, Gary, Ernie, and Karen,

My brothers first got me into the world of comics. Before that I thought they were children. Now I am a full-fledged comic reader. Whatever I reed, my brothers read first, because I had no idea which ones were good or bed. It was sort of like a filtering system. I only got to read the best (such as DAREDEVIL or the WARLORD).

But, because of AMETHYST, I heve come a long way. I brought your comic into our house because I loved the first one, and what do you know, my brothers liked it! I love AMETHYST.

I love the Princess because of her innocence about her powers and her drive to overcome the evil Dark Opel. She is a true warrior. I am no longer considered a rockie in comics. I have chosen the best new comic, and my brothers are proud of me, as I am of your

Thank you for giving me a wonderful way to spend my money and my lunch hours. I hope she goes further than twelve issues!

Sincerely, Sioux Eschirch 12744 Foxhound Drive Highland Heights, MO 63043

Our next letter is one reader's preposed anding to the series...

.....

 HERB and MARION bust through the Portal at a bus stop in Philly, whereupon Herb assigns 30-page term papers to Dark Opal's Alliance as a diversion.

 The EMISSARIES OF VARN cut a punk record and split for the coast with SARDONYX as manager.

- CARNELIAN gets popped on a Concessed Weapons rap, cops to Disorderly, and ends up doing 100 hours of community service, cleening the Ruby Ruins.
- Meenwhile, CITRINA pens a phony horoscope column for the *Gernworld Herald-Advertiser*, resulting in LADY SAPPHIRE's abrupt departure to Fire Island to "explore personal options."
 S But DARK OPAL declares the
- 5) But DARK OPAL declares the revolt to be communist-inspired; the Reagan Administration sends 6 tanks. 10 Phantoms, and a bunch of military advisors. OPAL reinforces his perimeter and calls for senctions.
- 6) AMETHYST responds by filing a clase-action suit against LADY TOPAZ, wins the judgment, and proceeds to Fortress Opel with a process server and a Writ of Forectosure.

7) DARK OPAL calls for air support, but the battle rages intensely. AME-THYST starts to alip, due to her allies' infighting over the use of slush funds.

BUTI The day is seved when AMY's mom, MARION, turns the tide of battle by arriving in the nick of time with an elite batallion of psychologistal OPAL's forces enter analysis.

8) Defeated, DARK OPAL renounces his throne, forms the Gernworld Republican Caucus, runs for Ruler on an antiinflation, stop big government platform, wins, and grants significant tax incentives to ITT & J.P. Stovens. 9) AMETHYST retires to earth and goes to lew school.

> Very Truly Yours. Chuck Moss

"JUST WHEN YOU THOUGHT IT WAS SAFE TO GO BACK INTO THE GEM-WORLD DEPARTMENT":

AMETHYST RETURNSIII

Yes, people, it's truel Amethyst. Princess of Gernworld will be sterring in her very own monthly, centinuing comit in only a few short monthell

Now, I could go on at length about the new friends, new vittains, new wonders, new dangers, and the faseful queets that await our feverite princess if she deres venture out into the magical realm again!

I could. But there's a big // Involved. And that // is up to Amy Winston, whe's been really enjoying her teen-age life on Earth with her family, friends, and boy-friends. Now, dan't get me wrong, Topaz was okay, but Amy is interested in slightly yourser men.

slightly younger men.
But enough of thet. After all, you wouldn't want me to ruin any of your future fun, now; would you? I didn't think so.

Instead, let me take this time to sincerely thank each and every one of you for your constant support, overwhelming enthusiasm, and encouragement. Amethyst couldn't have been this successful without you, nor could she have made this special format transition without her loyal fans. So. once again, thanks. But, in the meantime, while you're sitting around soouring the rest of the DC line for info on when Amethyst is returning, make sure you're also on the lookout for The BLUE DEVIL, a different kind of super-hero, created and written by Den and Gery, and THE MEDUSA CHAIN, a stunning graphic novel written and drawn by our own Ernie, both with a very near future release date. Okay? Okay!

On behalf of Amethyst, the Gerrworld cast of thousands, Dan, Gery, Ernie, John, and Torn—I'd like to say thanks again. We'll all be back sometime in the spring (what better time of year?), and we're looking forward to seeing you again.

Take care, everyonel See you soon... Karen

